

# Sonic

the comic



**SONIC**  
THE HEDGEHOG™



**FREE!**  
**SONIC**  
**SPINBALL**  
**SWEETS!**



SWEETIES  
MISSING?  
IF ITS NOT  
BECAUSE  
YOU'VE  
EATEN THEM,  
INFORM™  
YOUR  
NEWSAGENT.



**SHORTY**  
**GOES**  
**NUTS!**

**THE CYBERNIK**  
**FIGHTS BACK!**

PLUS

**STREETS OF RAGE!**  
**MARKO'S MAGIC**  
**FOOTBALL!**  
**SONIC PIN-UP!**





# CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

## Welcome Screen

Hey, Boomers!

Hope you like STC's sticky start on the cover in the shape of the **Sonic Spinball** sweets. Yes, Boomers, even our fab-erconie free gifts are 'tasteful'!

This issue features a final farewell (for now) to those **Streets of Ragers** and also to Marko's **Magic Football**. However, don't be down-hearted humes, as next issue sees a welcome return to that mighty warrior **Shinobi**. There's also another splashing new launch called **Captain Plunder** and his **Sky Pirates**.

No news is good news again, in so far as there's a dashing pin-up of **Sonic** in the centre pages. However, fear not Boomers, normal News Zone service will be resumed in the near future. **Feline** in the mood for a rip-roaring **Q Zone**, then turn to the first part of STC's **Lion King Special**.

Finally, looking ahead, **Tails** fans will be delighted to discover that a certain foxy hero goes undercover in just two issues time in **Zone-runner 2**. But be warned, your old school macs and overcoats may start to get treated to a sudden new lease of life.

## ECCO FRIENDLY!



Here's a sweet offer enabling you to munch your way towards Ecco-friendliness. Sega have teamed up with cake and biscuit makers, McVities for a fabbo promotion featuring the

splash-happy **Ecco the Dolphin**!

Provided you collect three promotional pack tokens and fill in an entry form, a cuddly dolphin toy can be purchased. For every toy bought, fifty pence will be donated to the **Whale and Dolphin Conservation Society**. The **WDCS** is a national charity dedicated to the worldwide conservation of all species of dolphin, whale and porpoise.

The promotion, featured on the back of up to two million Jaffa, Penguin and Mallo Cake Bars, also includes a free prize draw offering the chance to win a Mega CD, 5 Mega Drives, 10 Game Gears, 50 Sega Master Systems, together with the follow-up to the original **Ecco the Dolphin** release, **Ecco: The Tides of Time**, (released last November). Dolphintely, a flippin' good offer!

## The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.



### MEGA DRIVE

- 1 — FIFA SOCCER '95
- 2 — MICRO MACHINES 2
- 3 — THE LION KING
- 4 — JIMMY WHITE'S WHIRLWIND SHOOKER
- 5 — EARTHWORM JIM
- 6 — SONIC AND KNUCKLES
- 7 — PGA TOUR GOLF 3
- 8 — RE ROCKET KNIGHT ADVENTURES
- 9 — URBAN STRIKE
- 10 — RE GUNSHIP

### MEGA-CD

- 1 — FIFA INTERNATIONAL SOCCER
- 2 — REBEL ASSAULT
- 3 — SONIC CD
- 4 — RE MORTAL KOMBAT
- 5 — RE WORLD CUP USA '94
- 6 — ECCO THE DOLPHIN
- 7 — RE BLACK HOLE ASSAULT
- 8 — PRINCE OF PERSIA
- 9 — JAGUAR XJ220
- 10 — THUNDERHAWK

### MASTER SYSTEM

- 1 — JUNGLE BOOK
- 2 — ROBOCOP V TERMINATOR
- 3 — SONIC THE HEDGEHOG 2
- 4 — SONIC CHAOS
- 5 — DESERT STRIKE
- 6 — PGA TOUR GOLF
- 7 — RE DONALD DUCK
- 8 — DESERT SPEED TRAP
- 9 — RE COOL SPOT
- 10 — MICKEY MOUSE 2

### GAME GEAR

- 1 — SUPER OFF ROAD
- 2 — THE LION KING
- 3 — RE SONIC THE HEDGEHOG 2
- 4 — COOL SPOT
- 5 — SONIC CHAOS
- 6 — RE FIFA INTERNATIONAL SOCCER
- 7 — RE THE SIMPSONS
- 8 — RE TAZ-MANIA
- 9 — RE JAMES BOND: THE DUEL
- 10 — RE SUPER SPACE INVADERS

Megadroid

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# SONIC

THE HEDGEHOG

## The Big Con

Script:  
Lew Stringer  
Art:  
Roberto Corono  
Lettering:  
Steve Potter

THE CHEMICAL PLANT ZONE,  
PLANET MOBIUS, D.R.B.D.R.\*

THIS  
WAY

ANY  
IDEA WHAT  
THIS IS ALL  
ABOUT?

HAVEN'T  
A CLUE! WE WERE  
JUST TOLD TO REPORT HERE  
TO RECEIVE A REWARD FOR  
LOYAL SERVICE TO DOCTOR  
ROBOTNIK!

\*DEFINITELY RULED BY DOCTOR ROBOTNIK!

WELCOME  
TO ROBOTNIKCON  
ONE THE OFFICIAL  
CONVENTION FOR ALL  
LOYAL SUPPORTERS  
OF DOCTOR  
ROBOTNIK!

THAT MEANS  
EVERYONE! KEEP  
MOVING!



SPECIAL  
BONUS! SWAP YOUR  
LIFE'S SAVINGS FOR THIS  
EXCLUSIVE AUTOGRAPHED  
PHOTO OF OUR BELOVED  
LEADER!

DO IT!

I-I'M NOT  
TOO SURE  
ABOUT--

WHAT'S ON  
THE TIMETABLE  
FOR THIS  
CONVENTION?

PANEL  
DISCUSSION "IT'S  
GOOD TO BE A BADNIK"  
...GUEST DICTATOR  
"DOCTOR ROBOTNIK  
TALKS AND YOU  
LISTEN!"

ELSEWHERE, IN THE SPECIAL ZONE...

OOH,  
SUITS YOU,  
SIR! SUITS  
YOU!

NOT  
A LOT OF  
VARIETY IS  
THERE--  
Zuipé

YES,  
I ALWAYS  
KNEW I COULD  
CARRY OFF THE  
MAJESTIC LOOK,  
GRIMER!

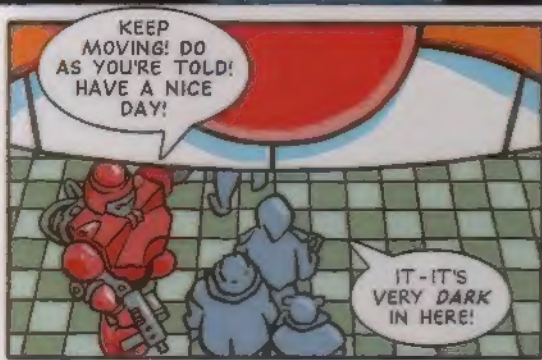
YOU WILL  
ENJOY THIS CON... BY  
ORDER OF DOCTOR  
ROBOTNIK!

IT'S ONLY  
RIGHT THAT I  
SHOULD LOOK REGAL  
FOR A CONVENTION  
DEDICATED TO ME,  
EH, GRIMER?

I'M SURE  
THE PEOPLE  
WILL APPRECIATE  
THE EVENT,  
DOCTOR!

OH I'M  
SURE IT WILL  
CHANGE THEIR DULL  
LIVES... FOREVER!  
HAHAHAHA!



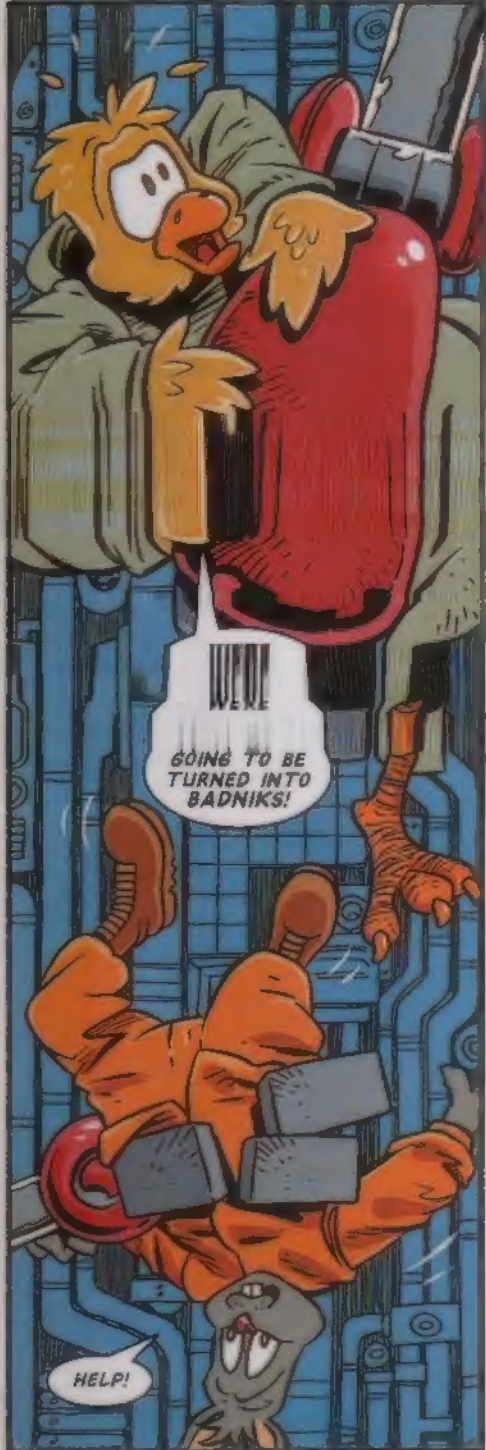


KEEP MOVING! DO AS YOU'RE TOLD! HAVE A NICE DAY!

IT-IT'S VERY DARK IN HERE!



YIKE! IT'S A TRAP!



GOING TO BE TURNED INTO BADNIKS!

HELP!



OUTSIDE...

THIS LINE'S MOVING TOO SLOW! SPEED IT UP!

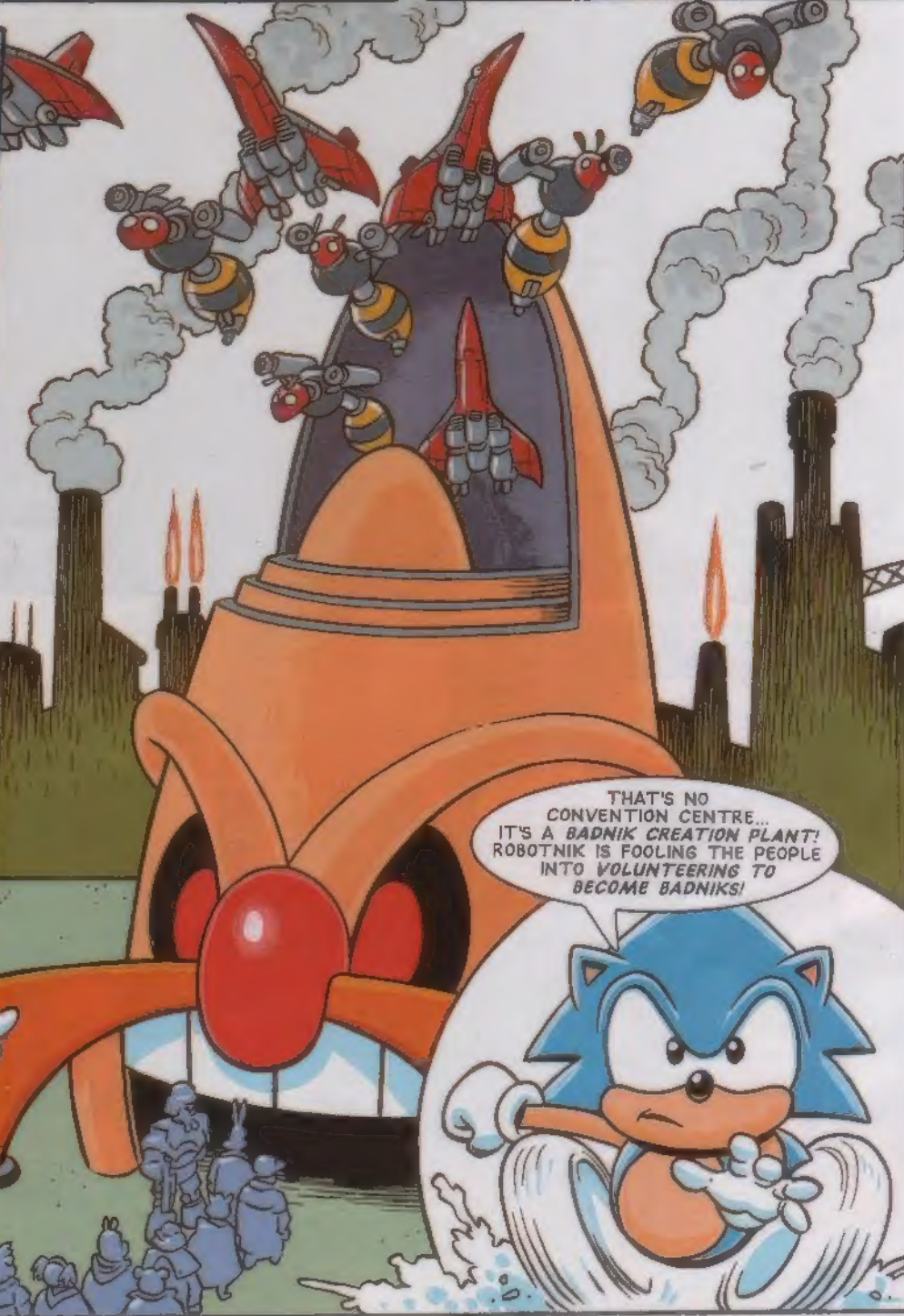
YOU WANT US TO MOVE FASTER, DUDE? OKAY...



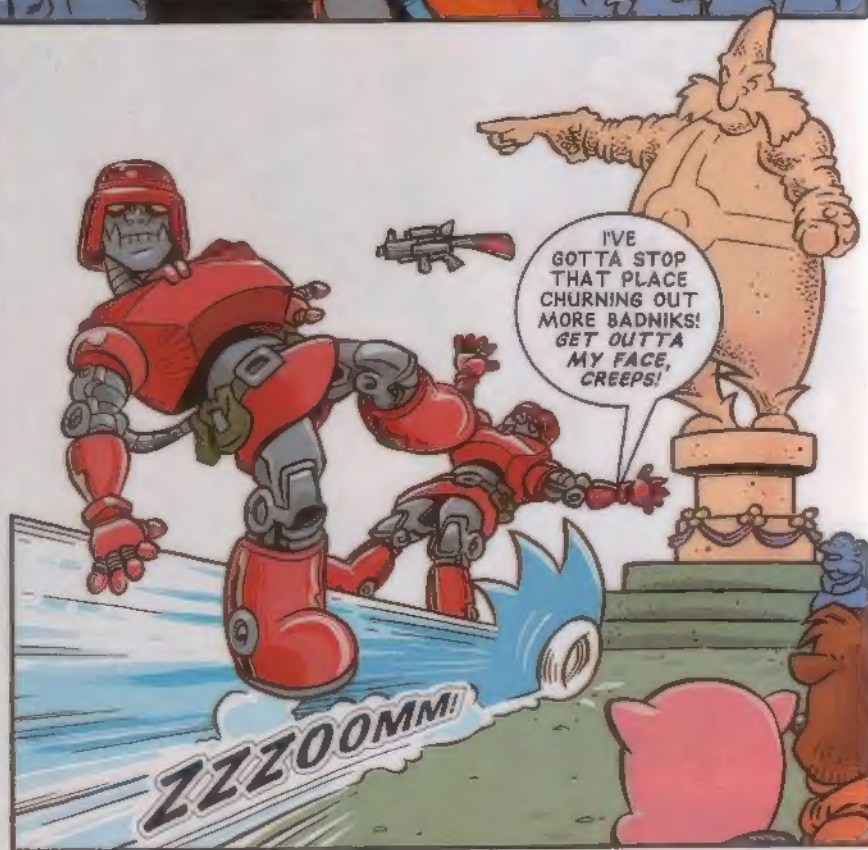
- BUT I PROMISE, YOU'LL REGRET IT!

THE HEDGEHOG!















LATER...

ER...  
WE HAVE  
ARRIVED AT  
THE CHEMICAL  
PLANT ZONE,  
DOCTOR!

EGGS-  
ELLENT! ARE  
MY NEW ARMY OF  
BADNIKS READY TO  
RECEIVE ME,  
GRIMER?

N-NOT  
EXACTLY,  
SIR!

NO!  
WHAT HAS  
THAT BLUE  
SPIKEBALL  
DONE?

CURSE  
THAT  
HEDGEHOG!

SONIC CON 1

LOOKS  
LIKE YOU RUINED  
ROBOTNIK'S BIG DAY,  
SONIC!

WAY-Y-Y  
COOL, TAILS! I  
NEVER WAS ONE  
TO FOLLOW  
CONVENTION!

NEXT ISSUE: SANDOPOLIS ZONE MYSTERY!



# REVIEW

# Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.

Reviewers:

Jenny Fromer & Nick Protz.

## PITFALL: THE MAYAN ADVENTURE

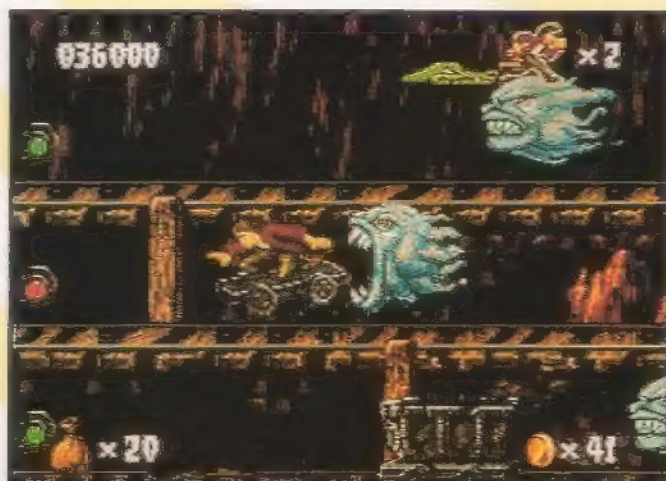
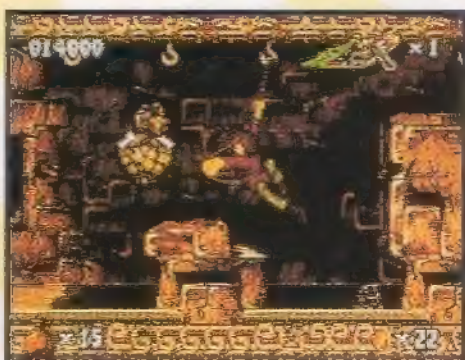
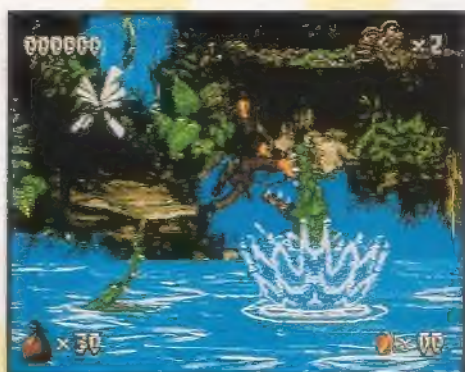


game type: **PLATFORM**  
**1 PLAYER**

This updated version of an early video game classic features Harry Jr., son of Harry from the original *Pitfall*, whose mission is to save dad from an evil Mayan Warrior Spirit. You must guide Harry Jr. through 11 levels of Mayan venues and foes - travelling through rain forests, haunted temples and meeting strange enemies like the evil-possessed jaguar, fire-breathing statues, live skeletons and the Jaguar-man.

When you first play *Pitfall*, your hero may seem awkward to operate, but it's worth persevering as it does get easier. All the characters are well drawn with highly realistic movements. The backgrounds are particularly lush and stunning, and you could be excused for thinking this was created by Disney.

*Pitfall*'s best feature is the way the levels are laid out. Instead of



### RATING SYSTEM

under 40% = Yawnville  
40 - 70% = Normalville

70 - 80% = Fun City  
80 - 90% = Big Time City  
Over 90% = Mega City

simply moving from left to right, the levels take you in all directions, even moving from the foreground to the background.

A substantial puzzle element

to the game keeps your frustration levels up and there's no end of hidden rooms. Indeed, search hard enough and you'll be able to transport yourself back to the original *Pitfall*!

Harry Jr. has many moves and a good array of weapons including a whip, slingshot and exploding bombs, all easily accessible from the menu. You can select the level of difficulty, but unfortunately there's no save feature, so you really need to search out the many continues along the way.

*Pitfall* is an above-average platform game with a learning curve that is just right. This Mayan Adventure offers good gameplay, impressive graphics and extensive levels - it should keep platform fans absorbed for some time. - NP



## FAST FAX

PUBLISHER	PRICE
ACTIVISION	£49.99

### GRAPHICS

.....88

### SOUND

.....82

### PLAYABILITY

.....84

#### RAVES

Challenging platform romp.

#### GRAVES

Difficult to control at first.

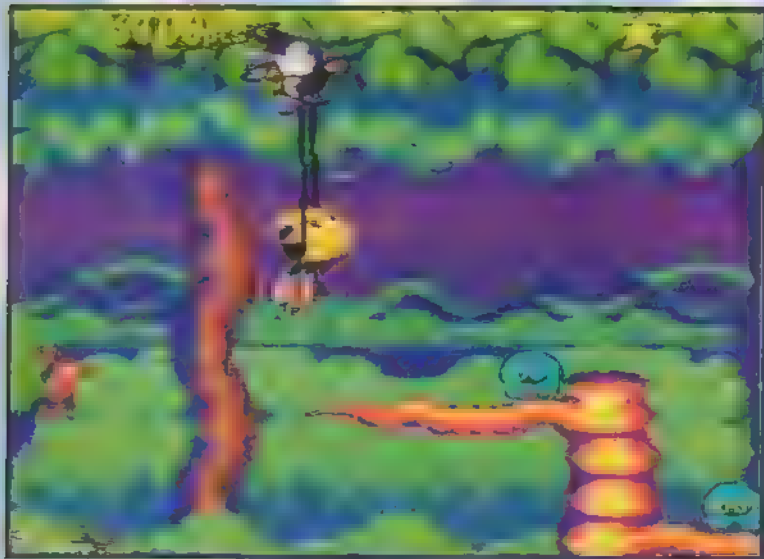
## OVERALL 86%





# RISTAR

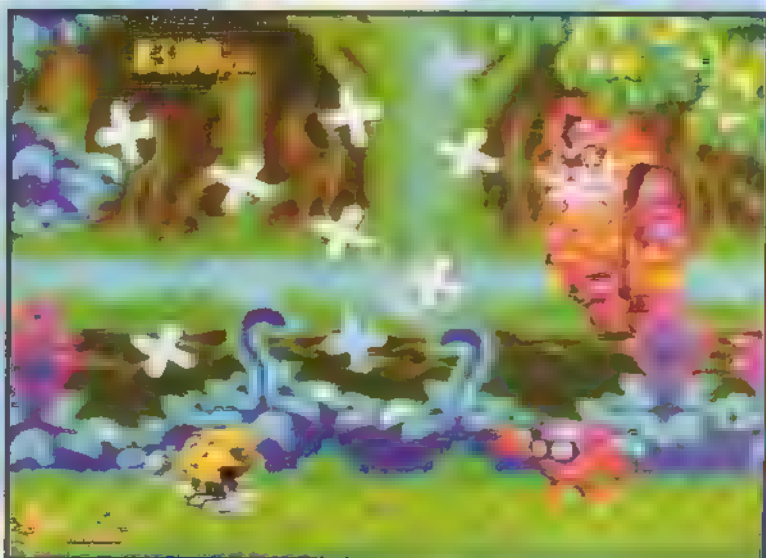
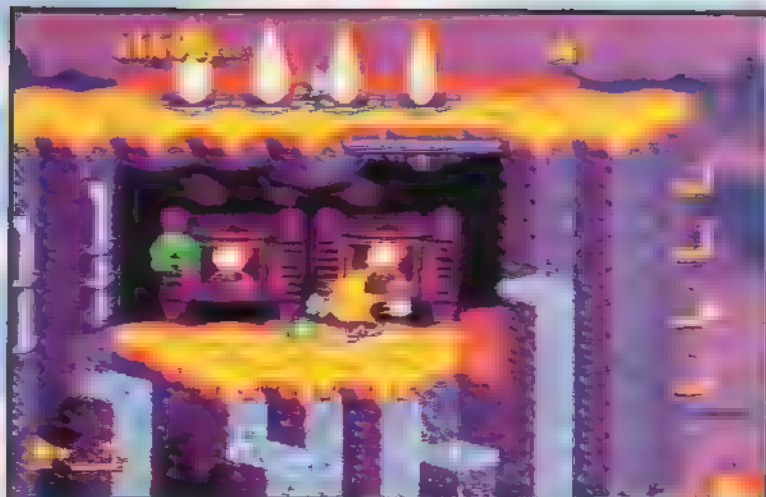
game type: PLATFORM  
1 PLAYER



Plug **Ristar** into the console and you'd be forgiven for thinking: new character, same old format. The brightly coloured backgrounds are very similar to *Sonic* and there's the usual fare of overground/underwater theme stages with end of level bosses.

However, **Ristar** is a new character, and with him comes a fresh platform gimmick - elasticated arms and a mighty grip with which to pull his enemies onto his star-shaped bounce. Fortunately, all Ristar's pulling, swinging, hanging and grabbing is achieved through a very simple control method.

As usual, there are power-ups and bonus levels to be found throughout the six different planets. These range from the lush planet of Flora to the hell that is Planet Scorch. Along the way you'll pass through Planet Sonata, which deserves special mention for its clever design -



everything's a musical instrument and plays as such. Actually, the music is very catchy!

**Ristar** is bright and colourful with well drawn sprites and nice attention to detail. More importantly, and somewhat surprisingly, the gameplay is significantly better than average. In fact, I found myself really looking forward to completing each level.

It's nice to see a new platform game which earns its place on the shelf with good gameplay and clever, well thought-out design. **Ristar** is a fun game which offers a real challenge. The simple controls will make this a particularly good game for younger players. - JF

**FAST FAX**

PUBLISHER	PRICE
SEGA	£44.99

**GRAPHICS**

\*\*\*\*\*

**SOUND**

\*\*\*\*\*

**PLAYABILITY**

\*\*\*\*\* 87

**RAVES: GRAVES**

OU OK

**OVERALL**

**86%**



# STREETS OF RAGE

THE ONLY  
GAME IN TOWN  
PART 6

Script: Nigel Hitching Art: Peter Richardson Lettering: Tom Frame

CRIME LORD MR X IS RUNNING A BOOK. THE ODDS ARE CURRENTLY A HUNDRED TO ONE AGAINST AXEL, BLAZE, MAX AND SKATES MAKING IT OVER THE EAST RIVER.

WE'RE  
NOT GOING TO  
MAKE IT!

SORRY, GUYS  
GUESS I LET  
YOU DOWN

THEY MUST BE  
CRAZY TO TRY A  
JUMP LIKE THAT!

YEAH. LOOK  
AT THEM...





THEY'RE NOT  
EVEN CLOSE!

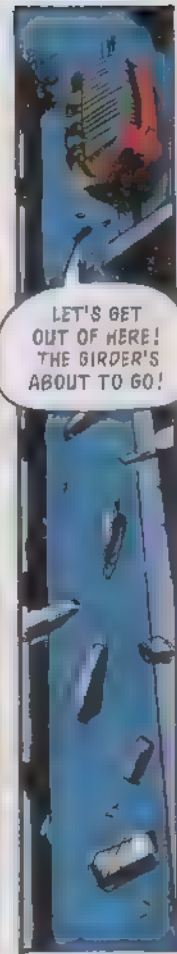


**SKRAK!**



MAN, THAT  
GIRDER NEARLY  
KNOCKED MY  
TEETH OUT!  
EVERYONE OK?

YEAH THAT  
WAS CLOSE  
TOO CLOSE!



LET'S GET  
OUT OF HERE!  
THE GIRDER'S  
ABOUT TO GO!



OH MAN, AS  
IF WE DIDN'T HAVE  
ENOUGH PROBLEMS!  
THEY'RE SHOOTING  
AT US!

**SPAANG!**

MAX... I DON'T  
THINK I... CAN  
MAKE IT

I'M NOT LEAVING  
YOU, AXEL. GIVE  
ME YOUR HAND!

**SPLANG!**



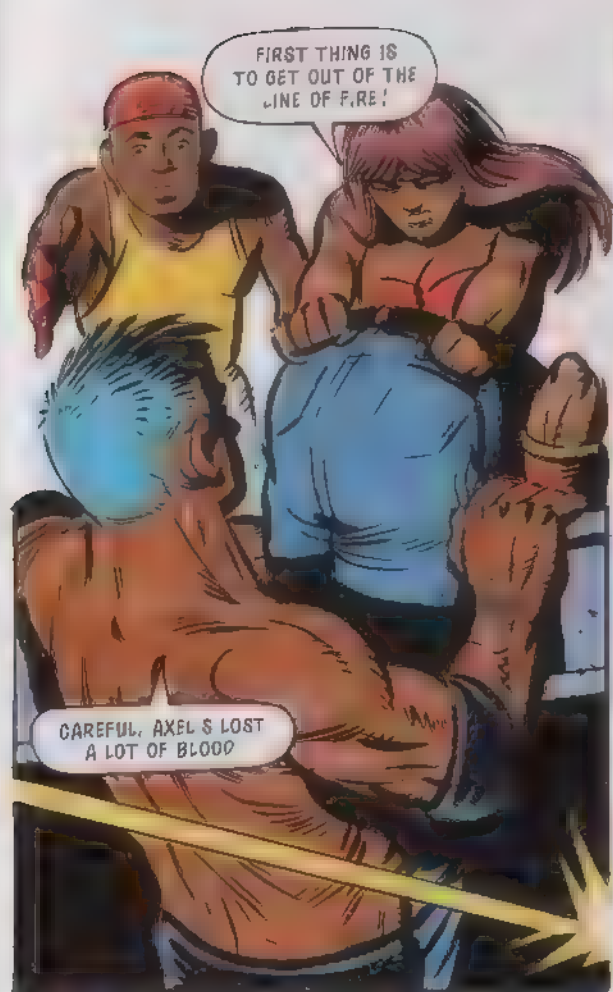
AXEL GIVE ME  
YOUR HAND!



UNHHHH!

**KRANK**







THE NEXT DAY  
AT A BAR IN THE  
'TAL AN QUARTER  
OF THE CITY

I'M JUST TRYING  
TO SAY THANKS,  
FEROCIO. WE  
ALL ARE

I DIDN'T  
DO MUCH

DIDN'T DO MUCH? SOMEHOW YOU  
ARRANGED FOR A HELICOPTER TO  
PULL US OUT OF THE MIDDLE OF A MOB  
WHO WERE OUT FOR OUR BLOOD!

FORGET IT

FRANK... I USED TO  
BE YOUR PARTNER  
YOU'RE A GOOD COP. WHY  
DON'T YOU JOIN US?

TAKE A LOOK AT YOUR FRIEND'S FACE  
AND ASK ME THAT AGAIN. I'M TOO  
OLD TO FIGHT ON THE STREETS.

BUT YOU GUYS, YOU'RE DOIN' GOOD  
WORK. THERE MIGHT BE HOPE FOR  
THIS CITY YET

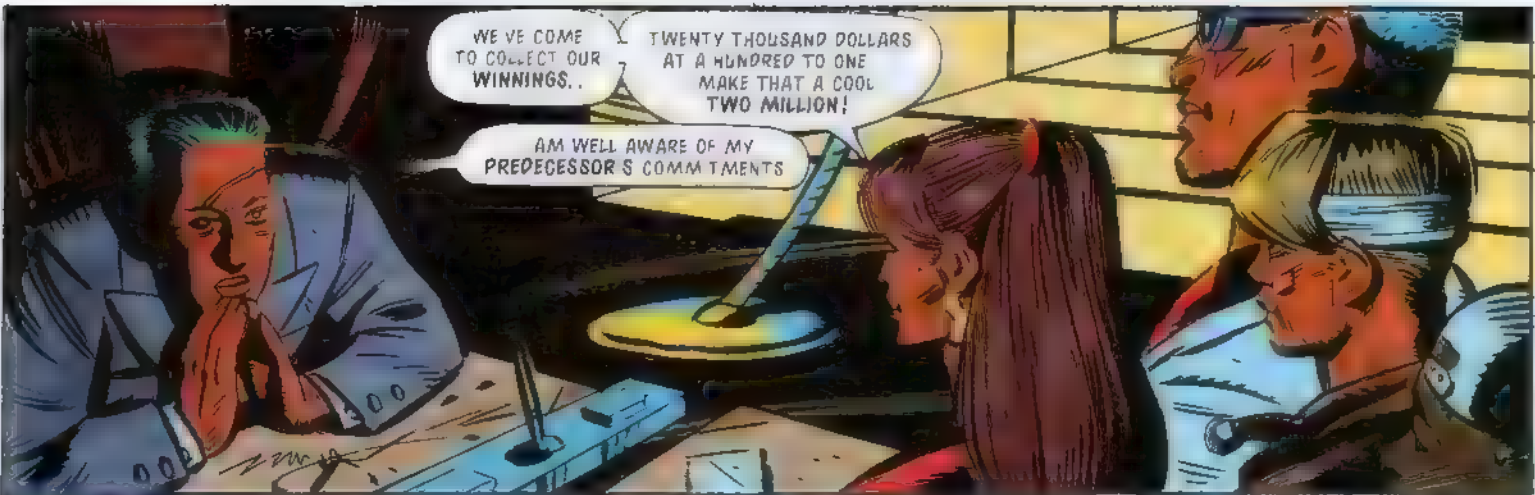
NOW GEDADARE.  
YOU WANT PEOPLE TO SEE ME TALKING  
TO A BUNCH OF VIGILANTES?

LATER THE SAME DAY AT  
MR X'S HEADQUARTERS.

THEY ARE MOST  
INSISTENT S.R.

VERY WELL,  
SEND THEM  
IN





WE'VE COME  
TO COLLECT OUR  
WINNINGS..

TWENTY THOUSAND DOLLARS  
AT A HUNDRED TO ONE  
MAKE THAT A COOL  
TWO MILLION!

AM WELL AWARE OF MY  
PREDECESSOR'S COMMITMENTS



YEAH, WE HEARD ABOUT HIS LITTLE  
SWIMMING ACCIDENT. HOW LONG DO  
YOU FIGURE YOU'LL BE AROUND?

LONGER THAN YOU AXEL STONE



IT'S ALL HERE,  
THERE'S NO NEED  
TO COUNT IT.

YOU'RE GONNA GIVE  
IT TO US. JUST  
LIKE THAT?

I'M A BUSINESSMAN AND IT  
WOULDN'T BE GOOD FOR BUSINESS  
IF I DIDN'T PAY MY DEBTS



BUT MAKE NO MISTAKE, THIS  
ENTERPRISE HAS COST ME DEARLY  
AND I'LL BE LOOKING FOR A WAY  
TO RECOUP MY LOSSES



THE FIRST THING WE GOTTA  
DO IS GET OURSELVES A  
NEW SET OF WHEELS!

WHAT DO YOU MEAN 'WE'?  
THIS IS MY MONEY! WHO WAS IT  
CRASHED THE BATTLE WAGON  
ANYWAY?

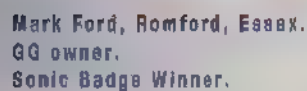
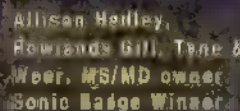
ENJOY YOUR VICTORY  
WHILE YOU CAN. I  
ASSURE YOU IT WILL BE  
SHORT-LIVED!

MORE HOT ACTION ON  
THE STREETS OF RAGE  
COMING TO STC SOON!



# Zone

It's a good idea to take a few minutes to look at your own happy home and explore what it is that makes it so special. Whether you're looking to get in the picture and get around your own house or you're looking to get in the picture and get around your own house, the best way to do this is to take a few minutes to look at your own happy home and explore what it is that makes it so special.





G's youngest brother - 11 years old  
 Alexander Gordon, Bellingham, MD owner  
 taken by his brother  
 Sonic Badge Winner



Tom Swindell, 11 years old  
 MD owner  
 Sonic Badge Winner

Ankash Dharivai, Newcastle-upon-Tyne,  
 MD owner  
 Sonic Badge Winner



Tam, James & Peter  
 Mitchell, Penrith,  
 Cumbria, MD owners.  
 Sonic Badge Winners.



Daniel Robson and David Sullivan, Maitland, New  
 MD owners, Sonic Badge Winners.



# SONIC'S WORLD

## Enter the Cybernik Part 2

Script: Lew Stringer  
Art: Roberto Corona  
and John M. Burns  
Lettering: Steve Potter

IN THE BADNIK PROCESSING PLANT, A FIERY SQUIRREL NAMED SHORTY IS ABOUT TO BE TURNED INTO A NEW SUPER-BADNIK CALLED THE CYBERNIK

UNLIKE OTHER BADNKS, ONCE YOU BECOME THE CYBERNIK YOU CAN NEVER BE FREED. YOU WILL OBEY ME FOREVER!

DREAM ON, LARDBELLY! YOU'LL NEVER BRAINWASH ME INTO FOLLOWING YOU!

NO ONE CAN RESIST THE PROCESS' GRIMER-MAKE 'T SO!

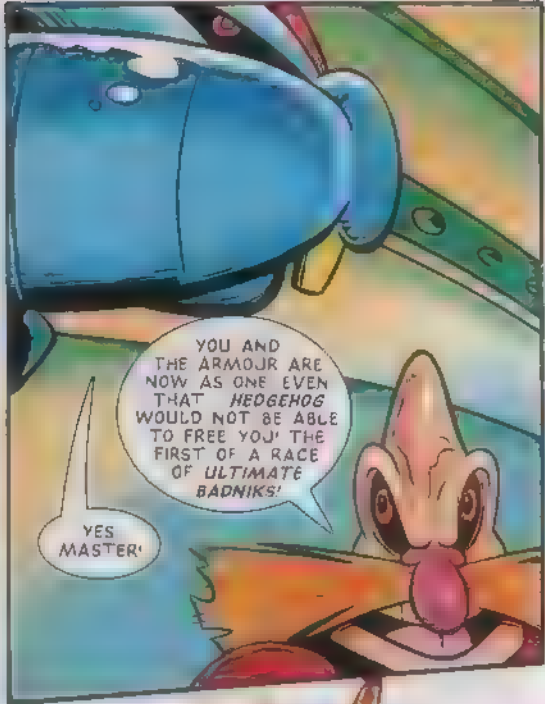
I LOVE THIS JOB. IT'S FUN BEING EVIL.

GOT TO RESIST THE BRAINWASHING! GOT TO!

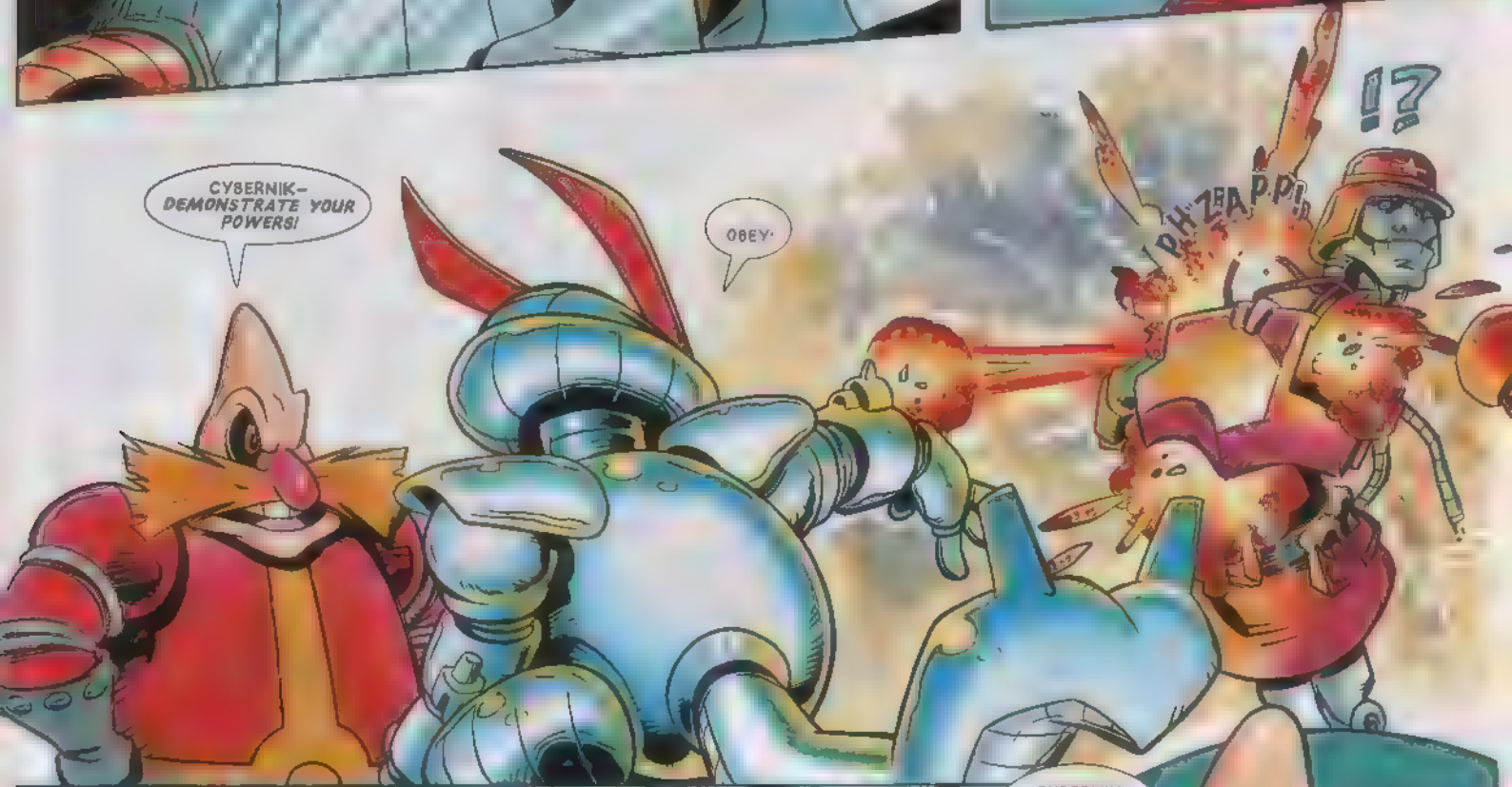
MUST RESIST TO SAVE MY FRIENDS! GOTTA RESIST! AAAGHH!

SIZZAKK!

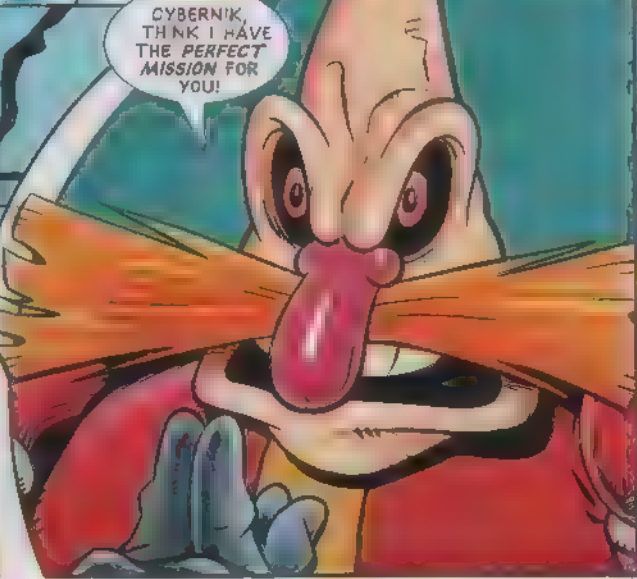
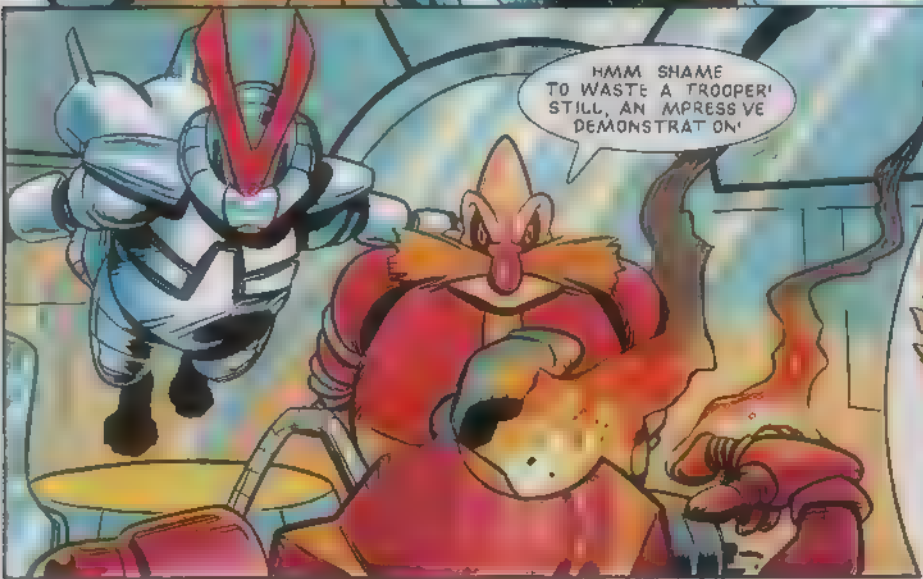




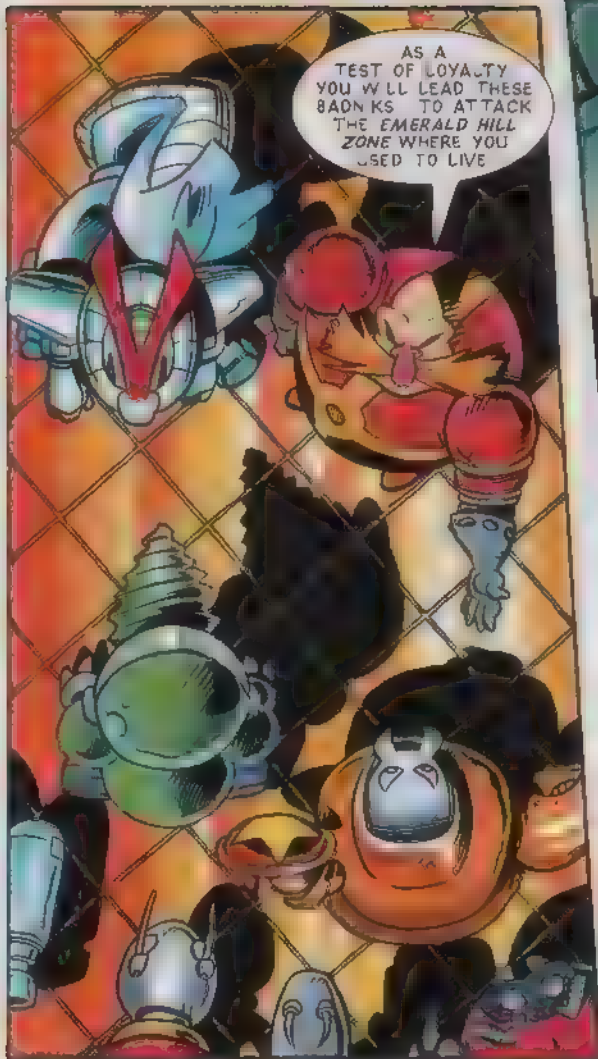
YES MASTER!



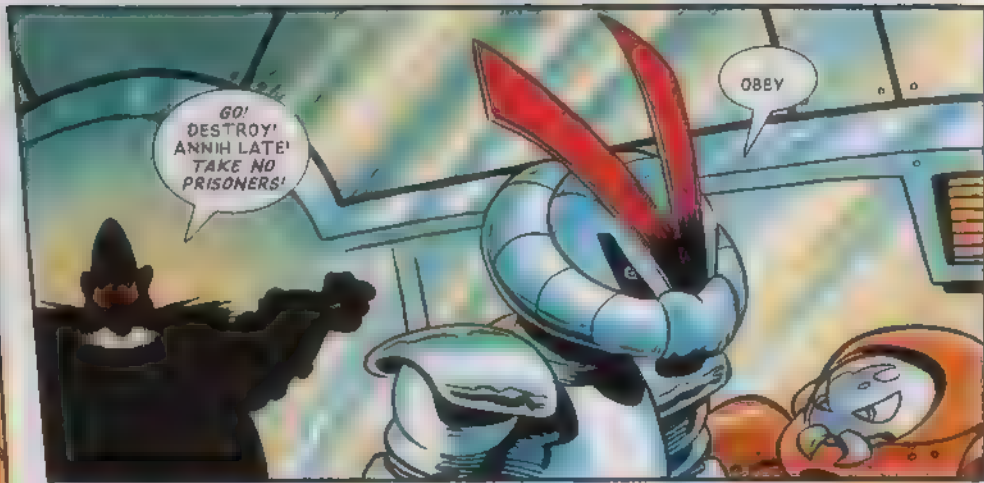
OBEY!





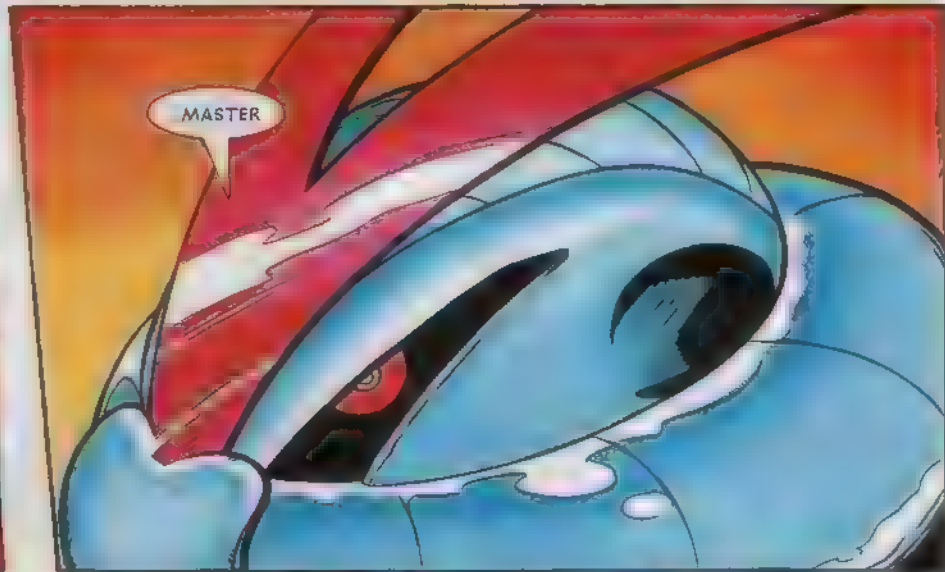


AS A  
TEST OF LOYALTY  
YOU WILL LEAD THESE  
BADNKS TO ATTACK  
THE EMERALD HILL  
ZONE WHERE YOU  
USED TO LIVE



GO!  
DESTROY!  
ANNIHILATE!  
TAKE NO  
PRISONERS!

OBEY



MASTER



THE EMERALD HILL ZONE

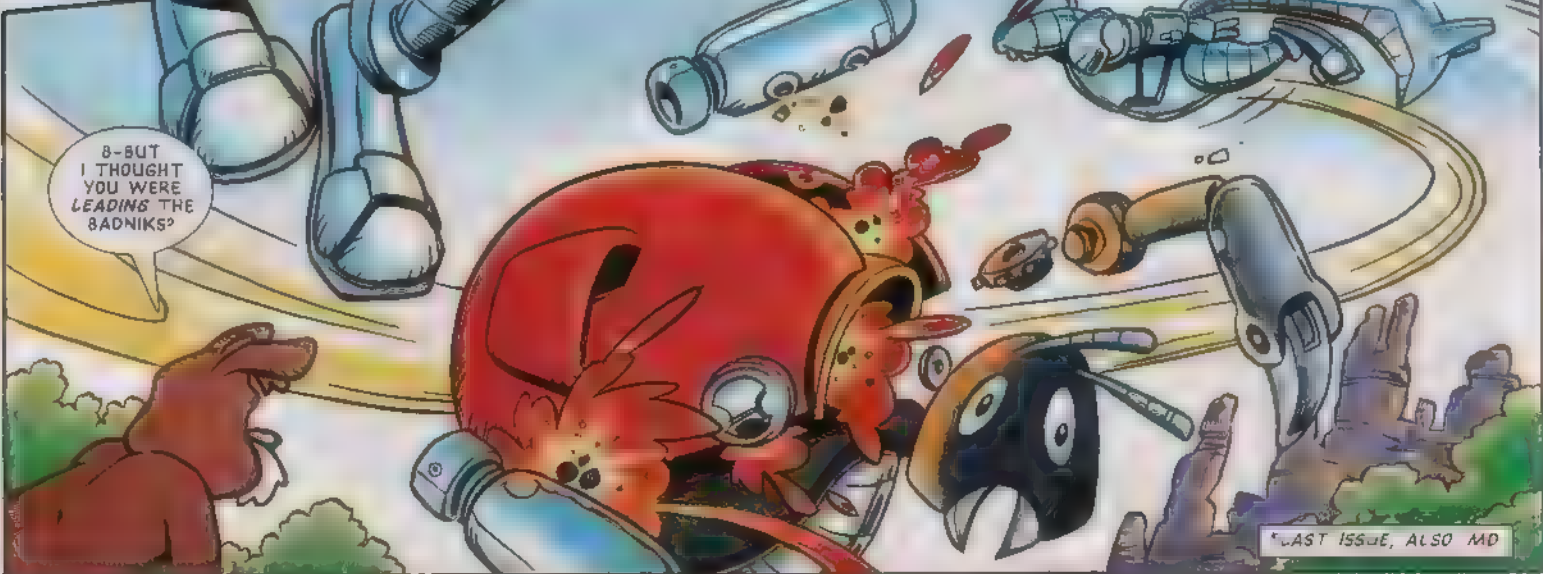
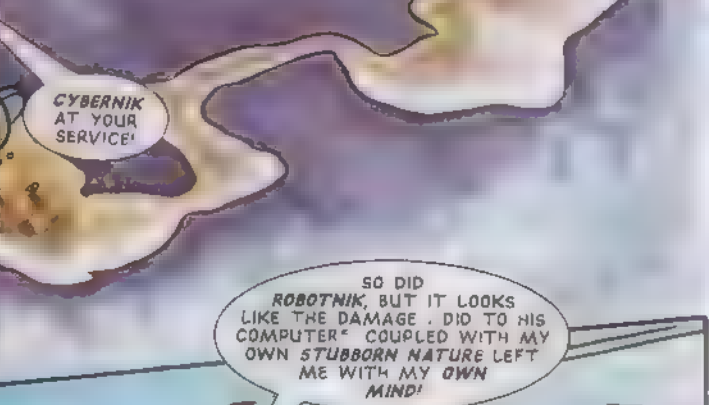
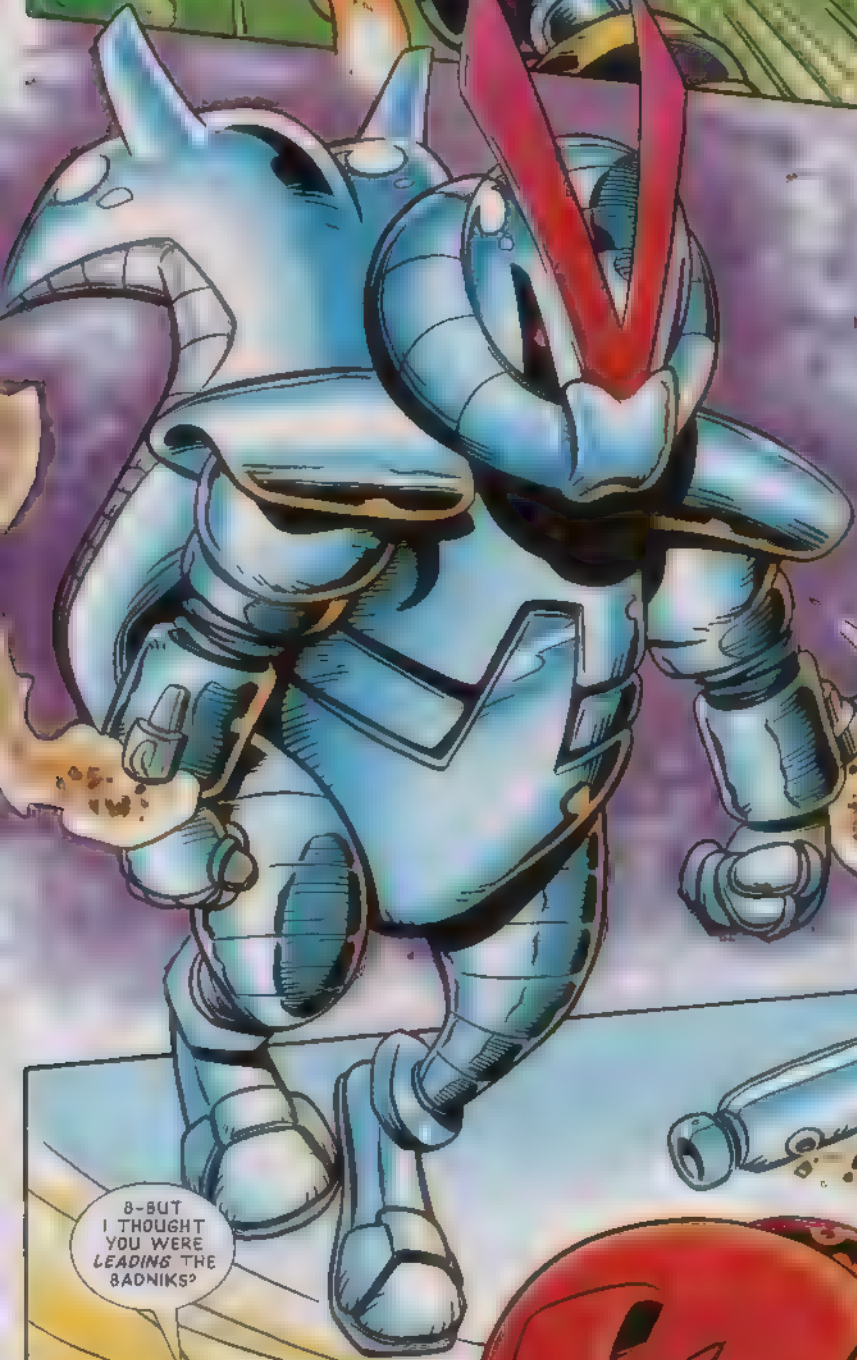
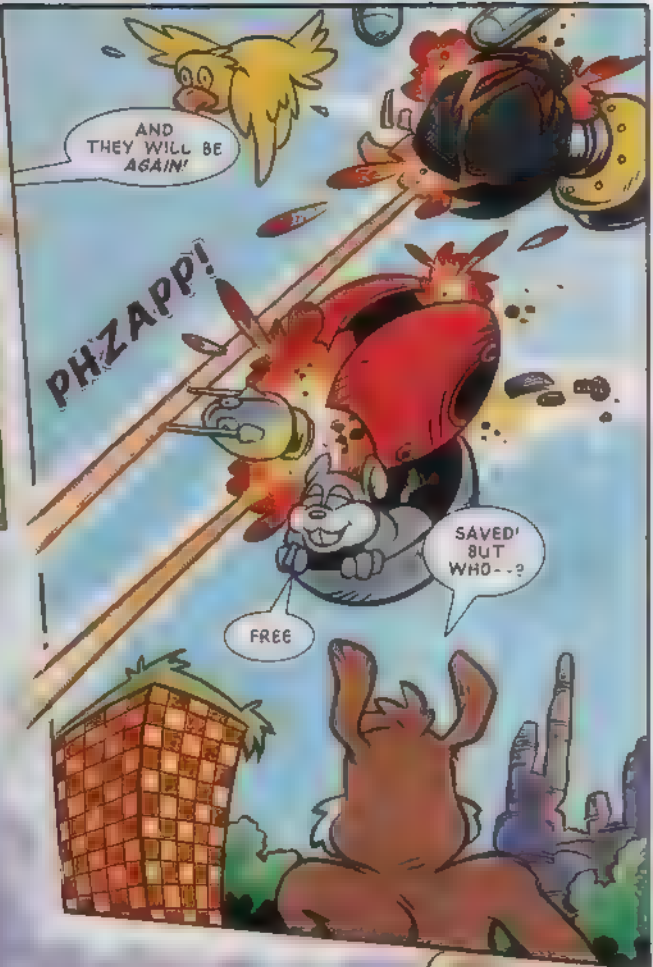
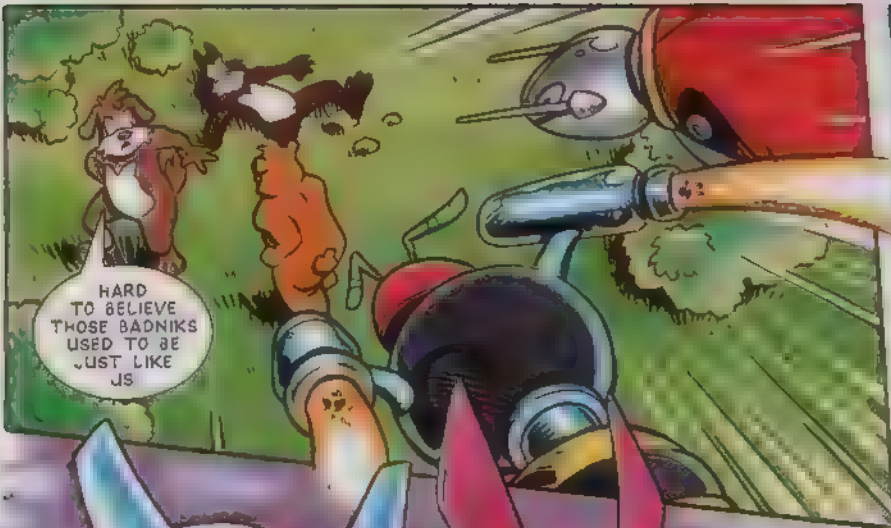
ROBOTNIK  
CAPTURED  
MANY OF OUR  
PEOPLE!

YES,  
WE WERE  
LUCKY TO  
ESCAPE!

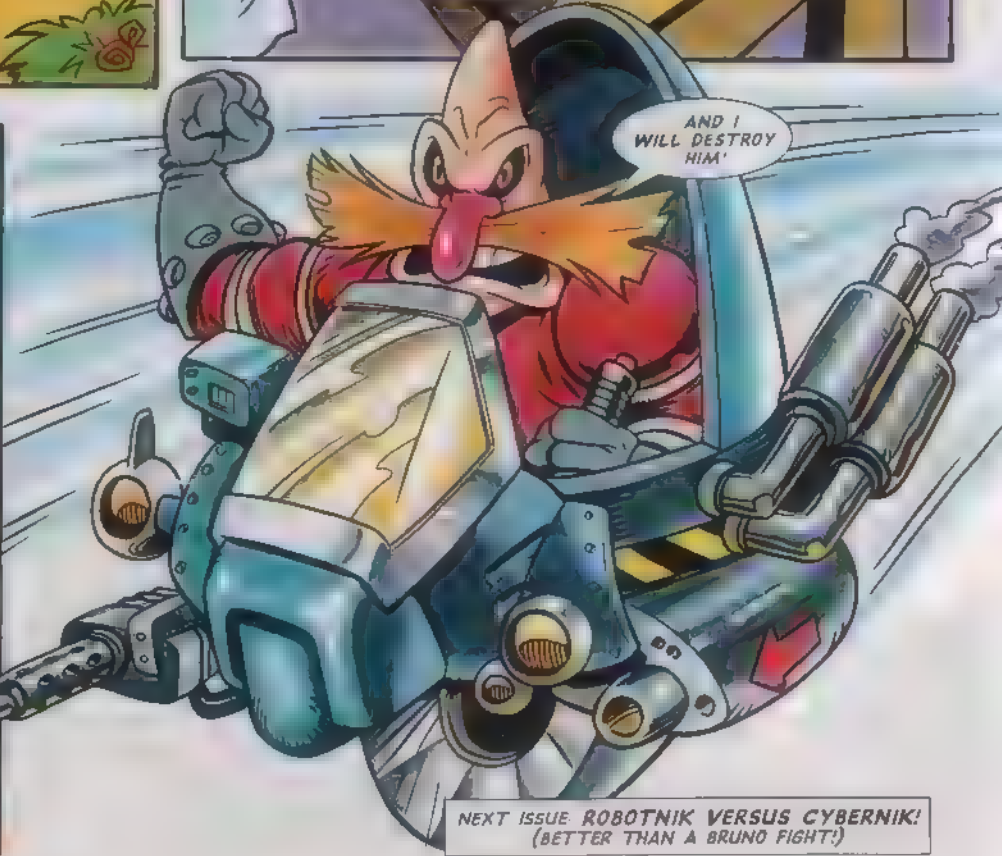
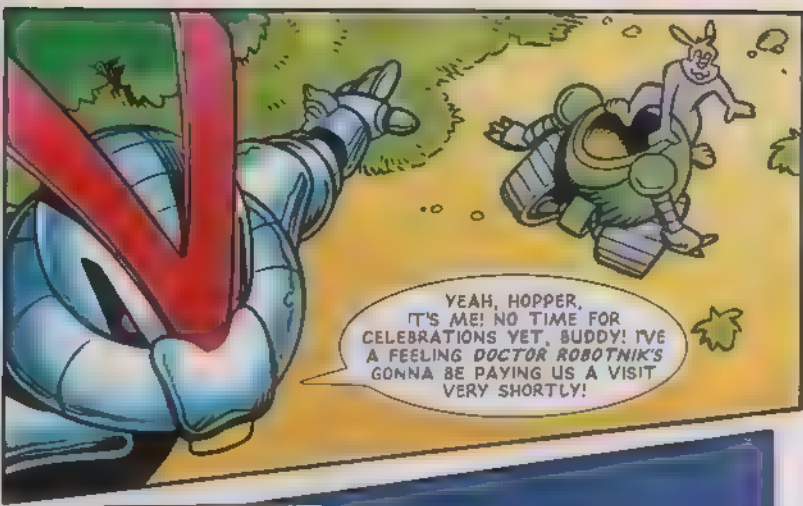


ULP!  
THINK WE'LL BE  
SO LUCKY THIS  
TIME?









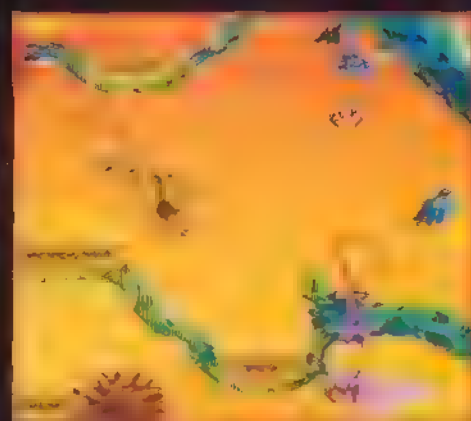
NEXT ISSUE ROBOTNIK VERSUS CYBERNIK!  
(BETTER THAN A BRUNO FIGHT!)



# Q Zone

## LION KING SPECIAL

WALK-THROUGH



### CAN'T WAIT TO BE KING - LEVEL TWO

- Head right and jump onto the rhino's horn. He'll throw you up and you'll land onto the giraffe's head.
- Jump right, across each one, until you

come to dry land. Roar at the two purple monkey's above you, then jump onto the rhino's head. You'll be thrown and will eventually land on the running ostrich. Here, you will jump hogs, duck under low branches and jump over nests. Keep your eye on the arrows that appear as they tell you which way to go. The sequence is

jump, duck, jump, double jump and duck.

Get across the lake using the hippo's

tails. Now, get to the top of the

tree by grabbing onto the blue

hippo, jumping right, then right

again, and onto the giraffe's head.

Back on the ostrich, but without the

help of arrows. The sequence here is

jump, duck, jump, jump, duck, double

jump, duck, duck, jump and double jump. Roar

at the lowest purple monkey and jump onto

the horn of the far-left rhino. When you land,

roar at the monkey, jump to the ground and go

back to the first tree via the logs on the lake. Jump on

the left rhino's horn and, when you land, roar at the

closest purple monkey. Jump to the ground, roar at the

lowest purple monkey and jump on the left rhino's horn

to win.



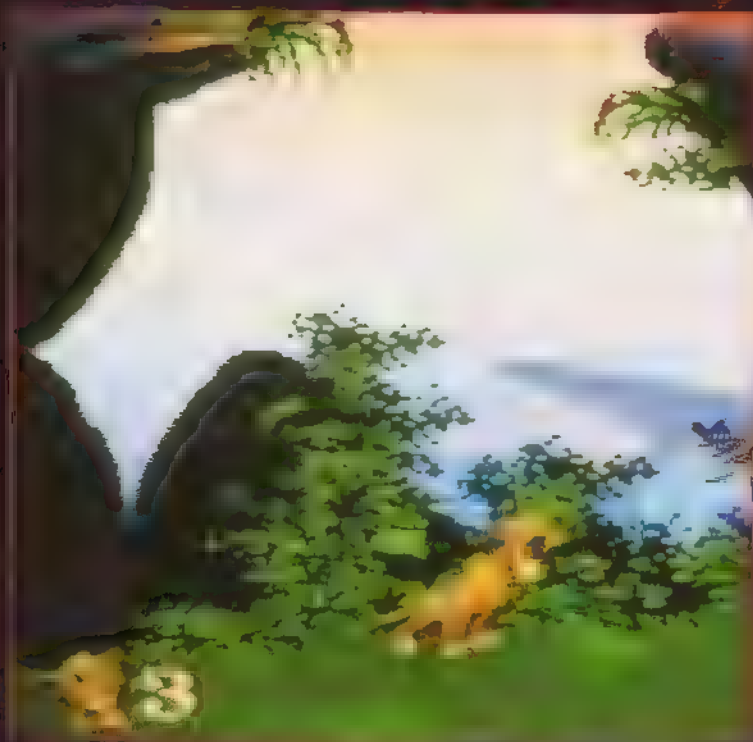
A fairly easy level which shouldn't pose too many problems. From the start, Simba must get on top of the trees at the very top of the level and head right to defeat the hyena (see Top Tips).

**TIP 1** Below the trees at the top, head right to a small cavern. At the bottom of this you'll find an extra life next to a porcupine.

**TIP 2** Just roar at these spiky menaces and they'll flip over. Now jump on them to destroy.

**TIP 3** Once jumped on, these blue coloured beetles will explode after only a few seconds. Make sure you jump clear as quickly as possible before they do.





### THE ELEPHANT GRAVEYARD - LEVEL THREE

After getting rid of the hyenas, walk left, fall down the next gap, then head left then right. Continue right, climb the last wall at speed otherwise the boiling water will catch up with you. Once at the top, head left to reach the end.

**CLIMBING WALLS:** When you get to the part where you climb up a wall or where the water chases you, speed is the essence! Grab hold of the lowest ledge, then press C continuously until you reach the top.

**VULTURES:** These pesky birds can pose serious problems if not disposed of quickly. Before they take off, jump three times on their backs to destroy.

### THE STAMPEDE - LEVEL FOUR

This innovative 'coming at you' level looks impressive, but you won't have much time to take any notice as Simba is caught up in the stampede. As the wildebeest approach, move from side-to-side to avoid being trampled on. When you see a flashing rock at the bottom of the screen, count three flashes then jump to avoid the oncoming hazard.

### SIMBA'S EXILE - LEVEL FIVE

Make your way to the bottom of the level by going from left-to-right and then right-to-left. This way you'll eventually reach the end.

**FALLING ROCK:** Don't stand still for too long, otherwise you'll get hit by a falling rock.

You'll find on two occasions when you travel across grass, a giant rolling boulder will come thundering after you. Hesitate for a split-second and you'll be crushed - so run like the mad and you should be fine! If, while running, you come up against a Porcupine, roll into it by pressing Down.

Throughout this level, particularly the last bottom section, Simba will need to leap from handle to handle. Some of the gaps between them are quite large so timing is very important. Leap just as Simba swings towards your next handle, pressing the D-Pad in the correct direction while in mid-air.

### TOP TIPS

1. Remember there's no time limit on any of the levels, so take it easy and explore as much as you can. There are quite a few bonus bugs and extra lives to be found if you search hard enough.
2. While completing this solution, play the game as normal, then pause and refer back to STC. That way you won't forget where you're up to.

### 3. DEFEATING THE HYENAS

The whole game is overflowing with pesky laughing hyenas! Although it's very hard not to lose energy, as long as you know what you're doing it's possible to minimise this. Destroying the hyenas is different, depending on whether you're a cub or an adult lion.

#### CUB:

As young Simba, stand away from the hyena and wait for it to jump in the air. When it does, run underneath it to the other side. As it stands gasping for breath, go over and jump on top of it. Repeat to win.

#### ADULT LION:

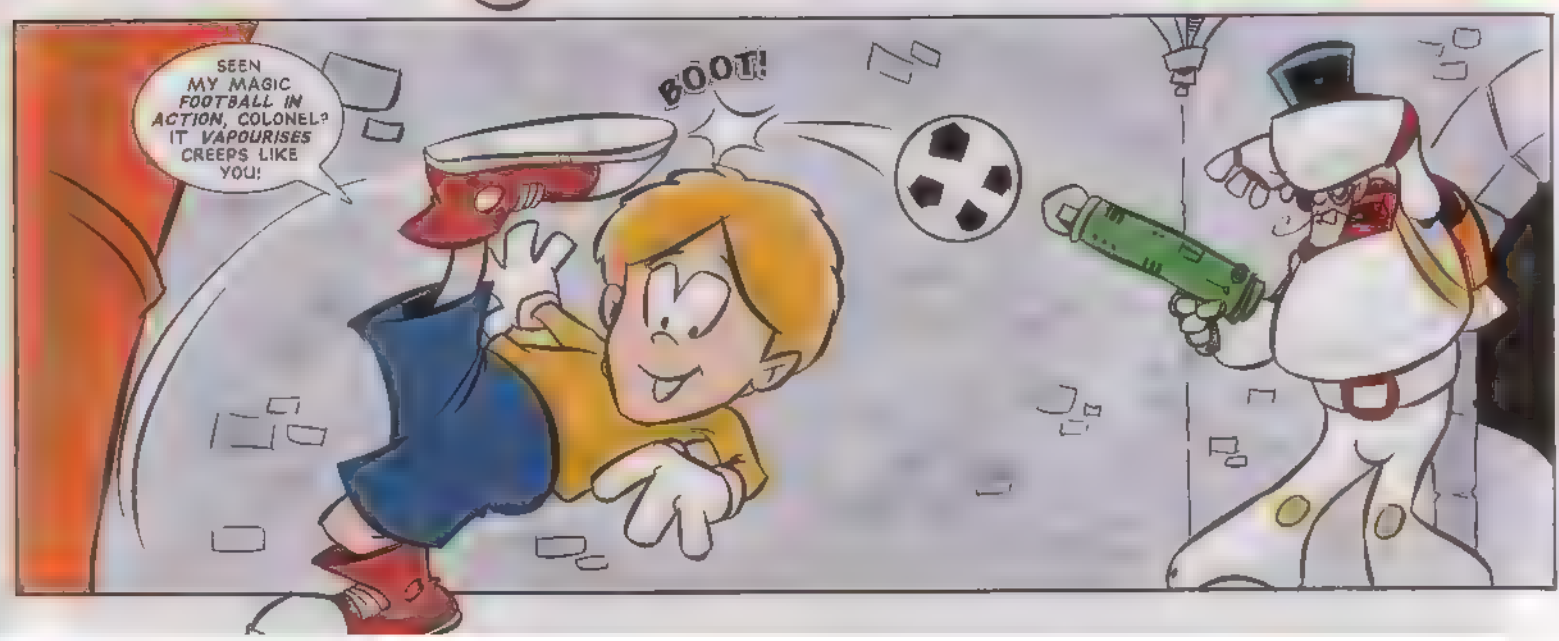
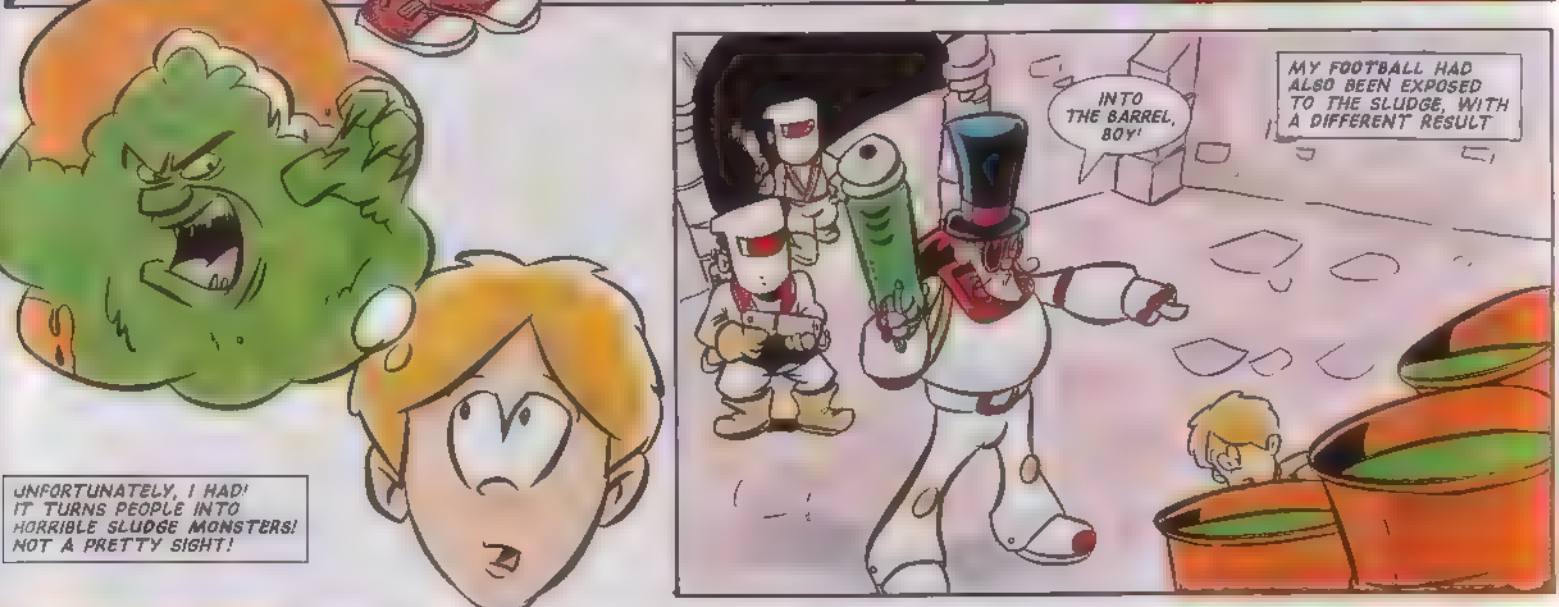
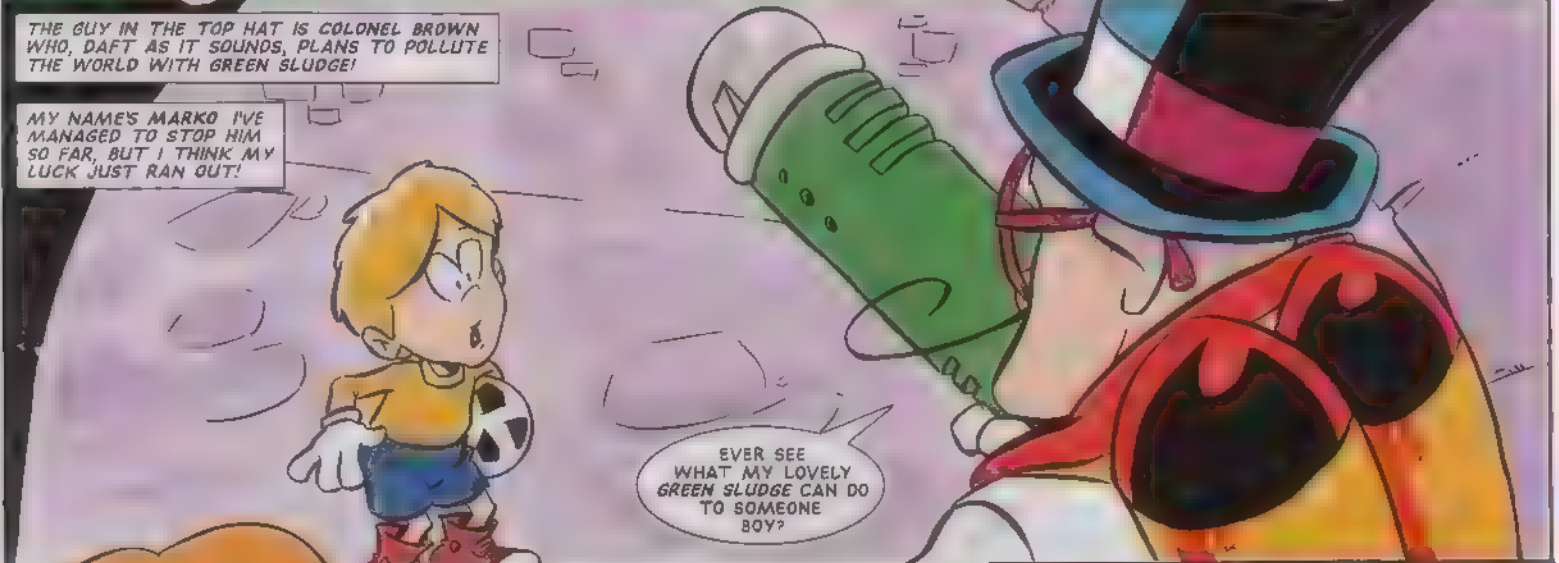
The best way to defeat hyenas is to constantly maul them. Do this by walking near to them and repeatedly pressing B.



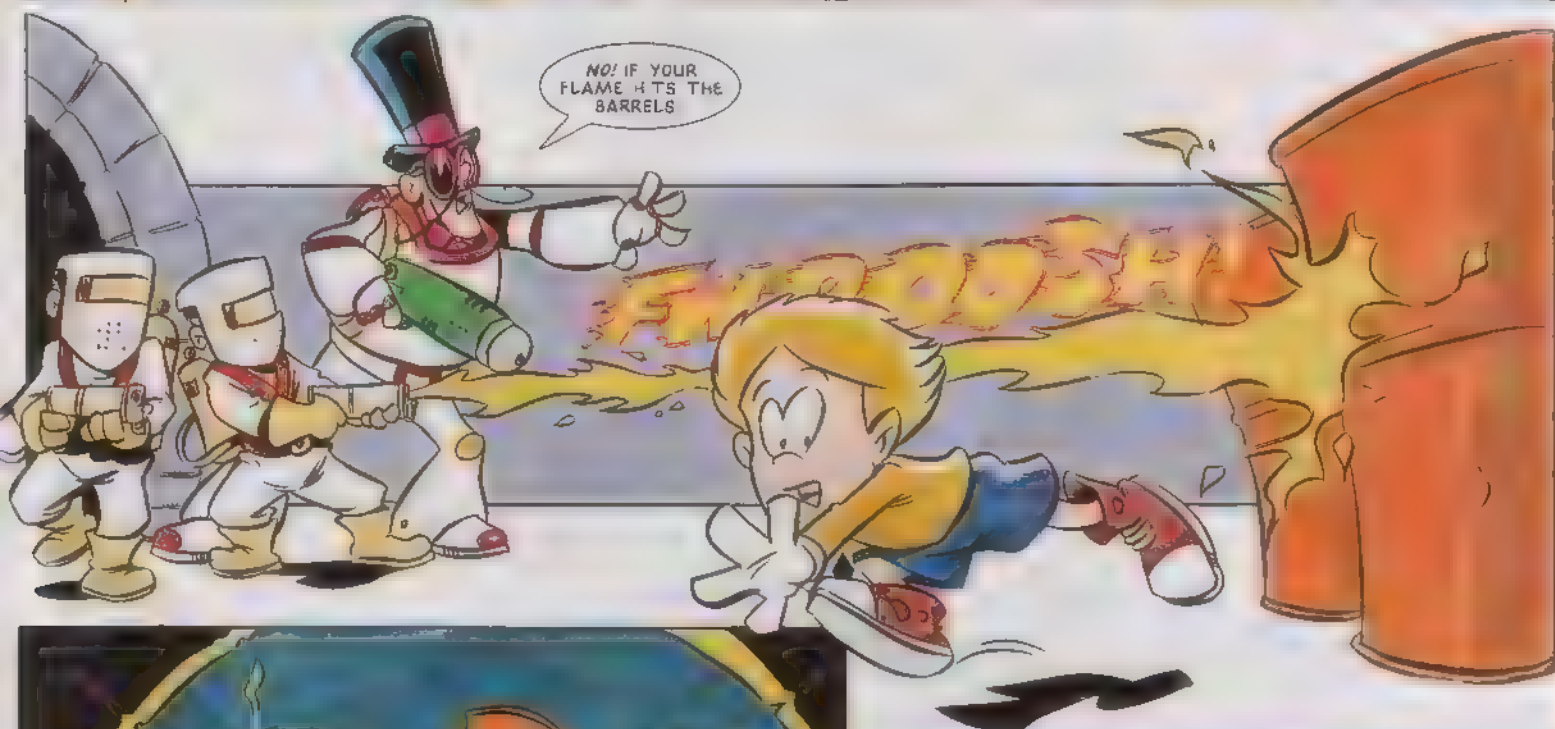
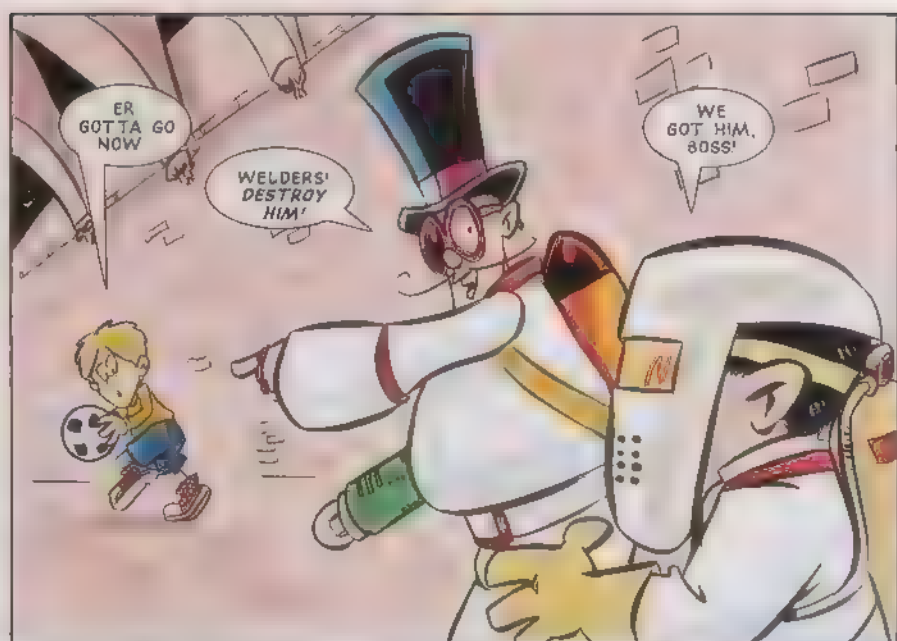


# MARKO'S MAGIC FOOTBALL

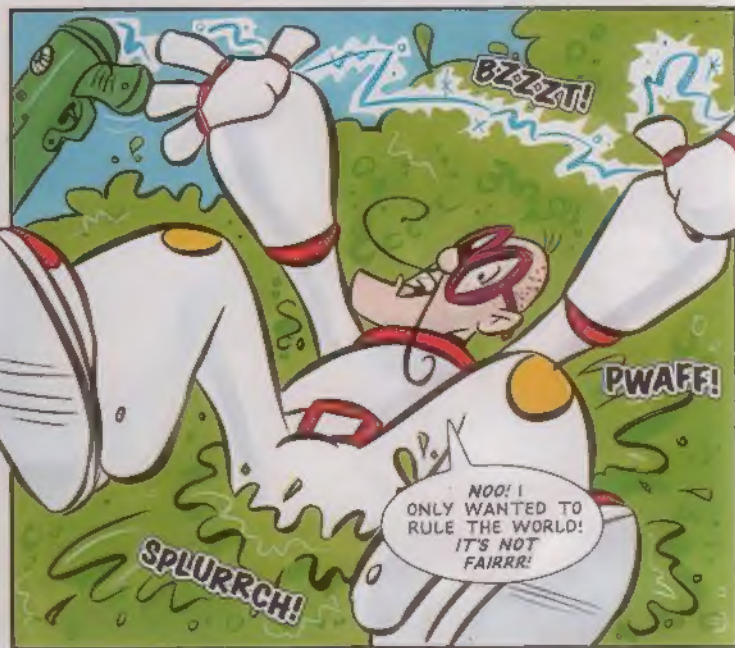
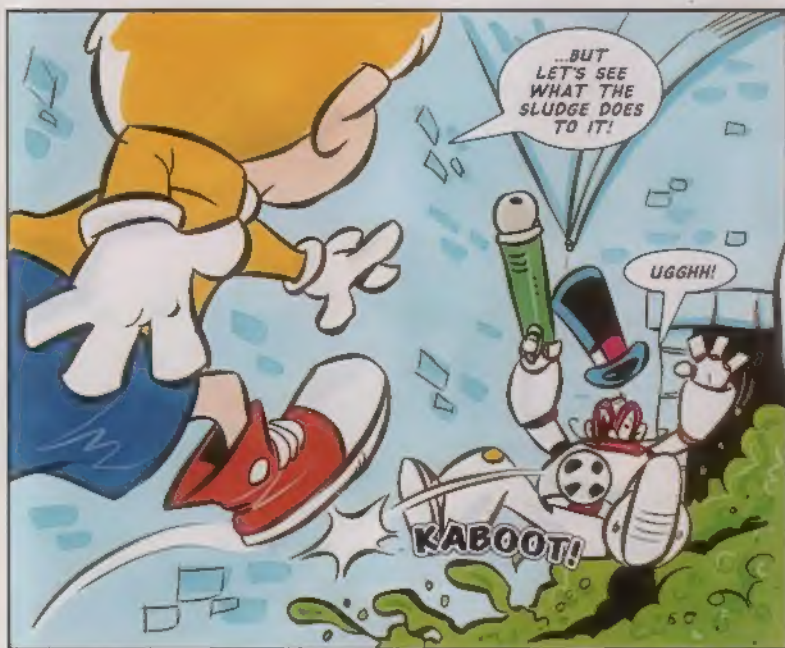
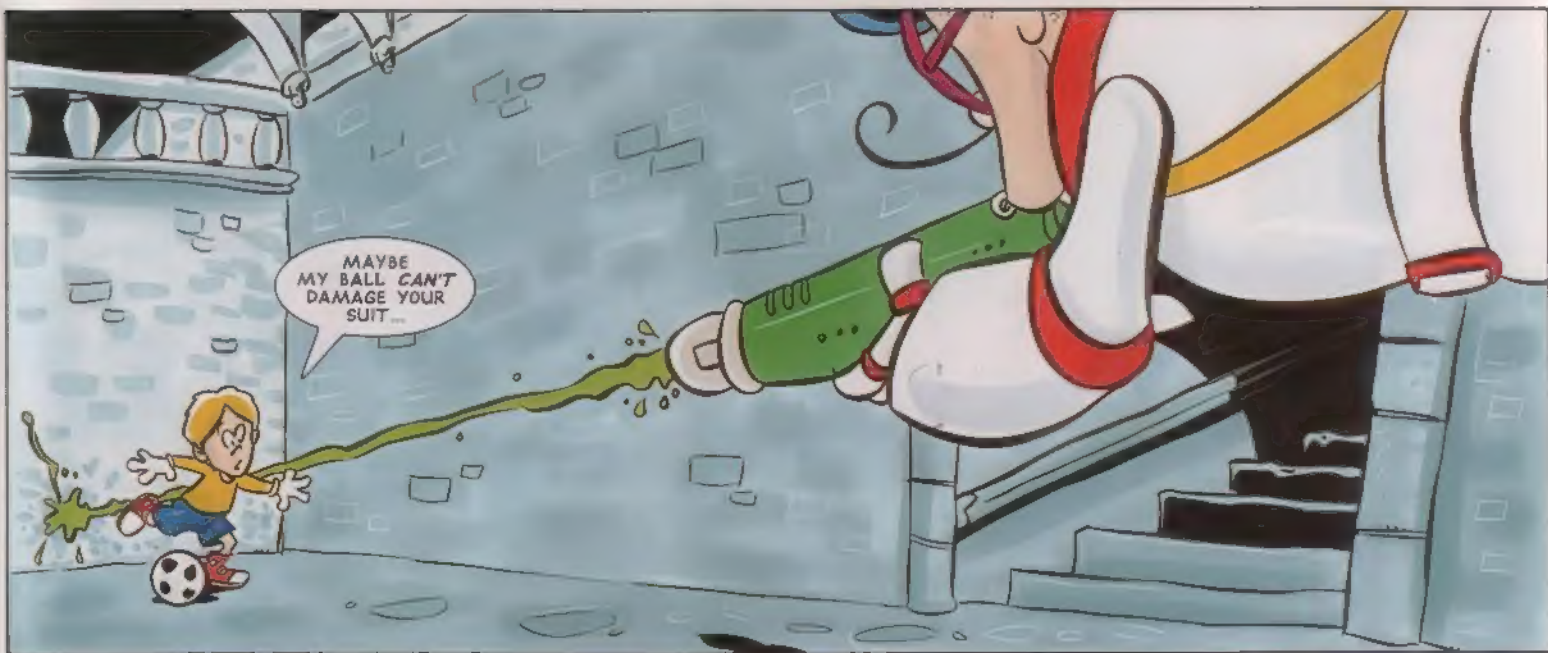
Script: Lew Stringer  
Art: Gary Andrews  
Lettering: Steve Potter



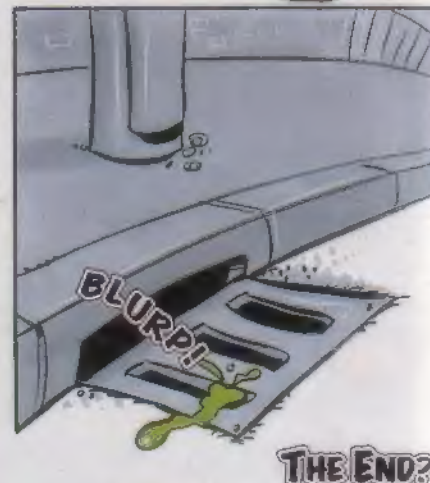
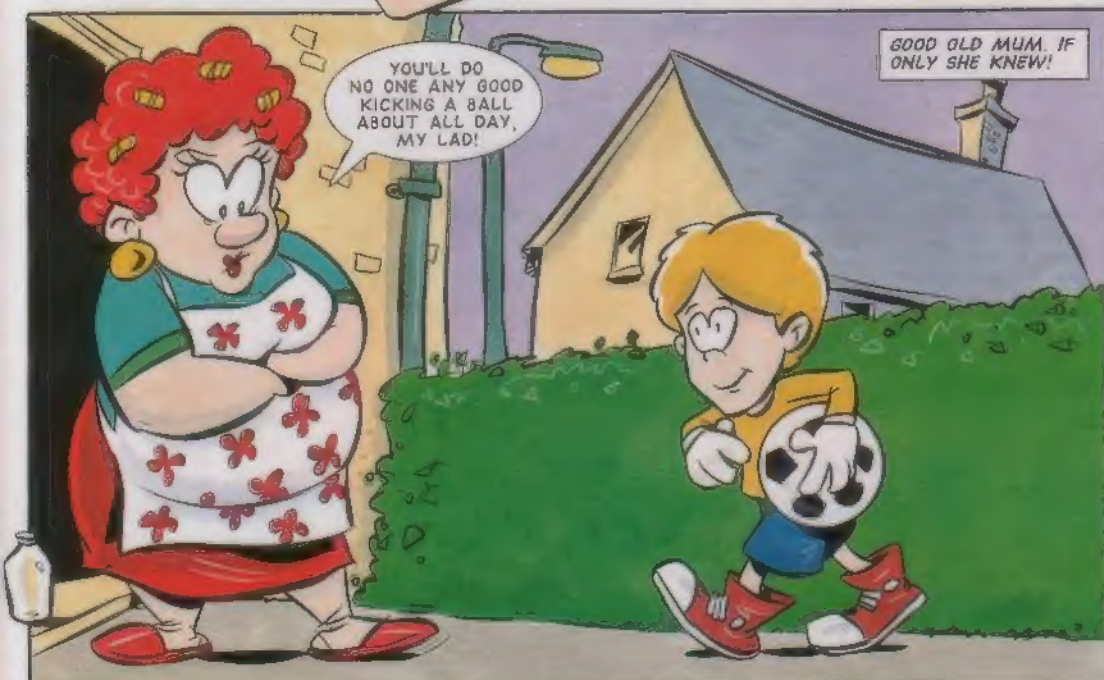
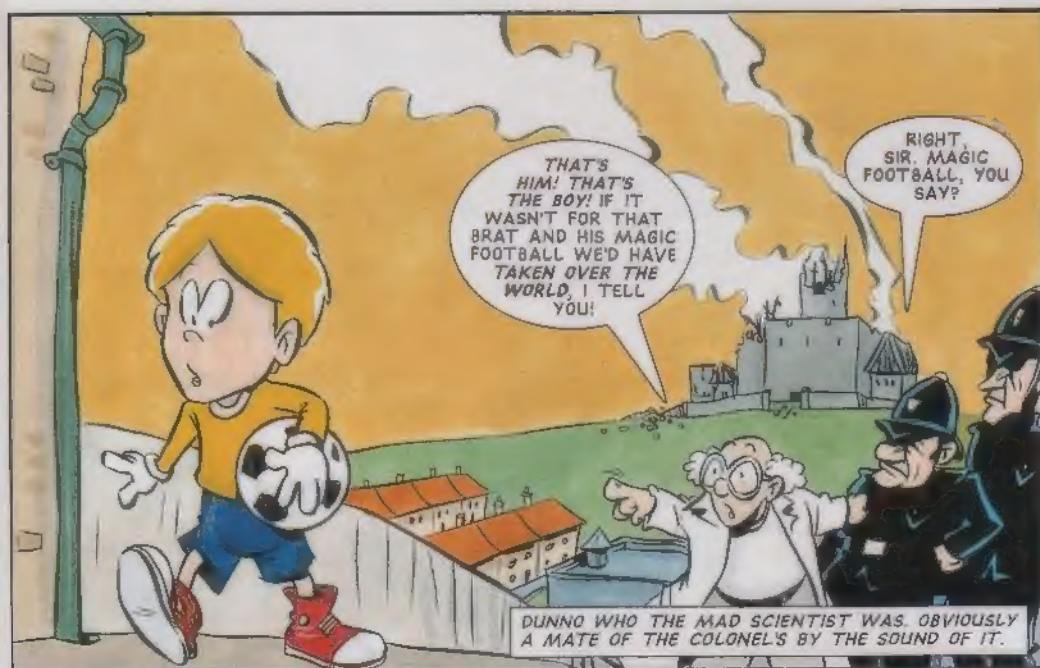












THE END?

WANT TO SEE MORE OF MARKO IN STC? VOTE, WRITE, YELL, SCREAM - WE'RE LISTENING!



# SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: **Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9EU.**

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



## Sonic Scrum

Dear STC,

I'm a big rugby fan and I think Sonic could run Will Carling to the ground with his speed, no problem! **Luke Holland, Castleton, Nr Sheffield.**  
**Sonic Water Fun Game Winner.**



No contest, Luke. Maybe our spiky blue hero could even show those rugby humes a thing or two about defence tactics...

## Dead Cert

Dear Megadroid,

Are all video games (including sports sims) going to have age limits put on them?  
**Matt Winter, Witney, Oxon.**  
**Sonic Water Fun Game Winner.**



They sure are, Matt. Enforced by ELSPA (European Leisure Software Publishers Association) the aim is to provide a suitability guide similar to that provided by movie ratings. Found on the back of the game packaging the ages range from 3-10, 11-14, 15-17 and 18+ with suitability indicated by a tick.

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

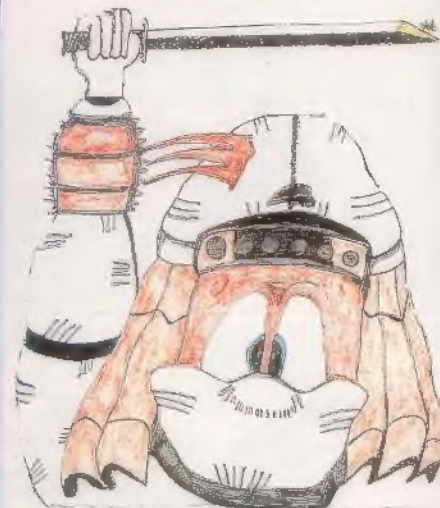
**Jason Cowlehow, Bretton, Barnsley, MCD owner.**  
**Sonic Water Fun Game Winner.**

*Sonic cuts a dash as Shinobi.*



Check out the new SE Shooter story starting next issue

A foxy-looking Shinobi. See Tails in his usual guise in just two issues time.



**Robert Lee Crawley, Bransholme, Hull, GG/MD owner.**  
**Sonic Water Fun Game Winner.**

## Doctor B.O.

Dear Megadroid,

I am a bit concerned because I think that Doctor Robotnik probably smells of rotten eggs! Also, if this is true, why doesn't he use a deodorant?  
**Amy Wright, Roxburghshire, Scotland.**  
**Sonic Water Fun Game Winner.**



Perhaps Amy, that beneath his rotten exterior, he's ozone friendly!

## Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The Sonic Water Fun Game is just part of a range of magnificent Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0783 872267.





NEXT ISSUE ...

## THREE STEPS TO HEAVEN:

### 1 SONIC!

ENTERS THE MYSTERIOUS SANDOPOLIS ZONE!

NEW  
SERIES

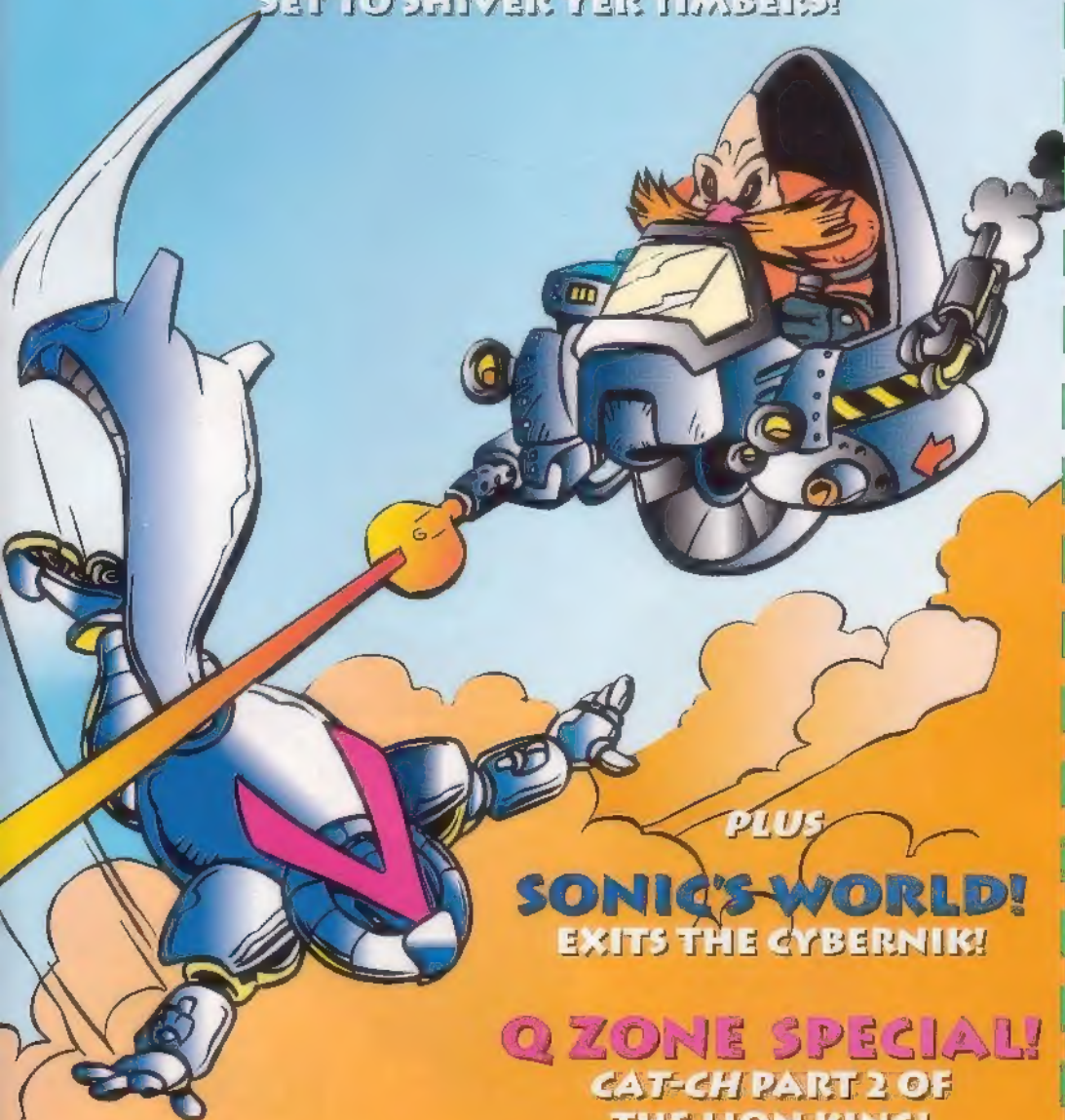
### 2 SHINOBI!

MORE POWER TO HIS ELEMENTS!

NEW  
SERIES

### 3 CAPTAIN PLUNDER!

SET TO SHIVER YER TIMBERS!



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## WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

## HOT-SHOTS ONLY!

Enter your high score or  
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

## GAME INTO STRIP

What SEGA game would you like to  
see as a STC strip in the future?

I THINK.....

.....

would make a great comic  
strip in STC

## MEGA HITS THIS ISSUE!

List your three favourite stories  
in this issue in order of  
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 46

OF **STC?**

%

